

Title: Aragothias

Author:

Aragothias, actually a lord of ancient times and a man of great evil, made a pact with the demon Phakebrus.

This demon made a pact with the man, securing with him the knowledge and power of untold centurys, if he would allow him symbiosis with that body. Aragothias agreed, and the demon entered him. Soon he became twisted and evil as his insides rotted out from the demon within. He began a ruthless dictatorship, taking over the whole of Britania and placing it under his iron thumb.

The only creatures that truly apposed him were the dragons, and even these he took measures to illiminate. He formed the Corps of Kaldnor (or some such name), and used this band of human cultists to eradicate the dragon's layers and hunt them down. The dragons, sensing their danger, began to fight back.

They arranged a hundred of their most ancient wyrms around Aragothias's kingdom in Covetus, and uttered the spell "Vas Corp Por". The mountain fell before them, burying the mountain

and him in ruble.
Aragothias seemingly destroyed, his followers prepared a for his return at that time, destroying all knowledge of his existence in those realms. Or so they thought...

Phakebrus still lives within the mortal shell of Aragothias, and as such can be destroyed, or banished from these realms. But to do this, one must first find the tomb in which the body lays. By speaking the demons name, one might just raise the body of the carrier (in this case Aragothias) and bring him into the mortal coil once more. Once such is defeated, the deamon is freed from him and a good deal weaker.

The tome of Aragothias is still a puzzling thing. It is known that his body was destroyed, or so we think, in the landslide that followed the destruction of his kingdom. But where exactly did his body lay? Where was it that one might raise the body of that lord, to destroy it and banish the demon? To find such a place one would do best to understand the crypts known as Covetus itself. This great dungeon is mostly a series of caves, where many an animal dwell iside those dark walls. The lowest level, and

entrance level, is known to accomodate several strange locations, including a treasure room, several "mystery" switches along one wall, an alter to an unknown god (mayhap Phakebrus himself) and a cemetary. The rest of the place is inhabited with many diffrent animals and monsters.

The stange "locations" within these crypts are still a mystery to even some of the most ancient of races, and elude most to this day.

The second level is a bit more "straight forward". This level pretains to a long stretch of tunnel, with cut-offs and the like, but the basic tunnel leading to the next section, the keep.

This area is the probable location of the Lich Lords kingdom before most of it was destroyed. The insides are scarred with bones, and pretested by the undead and a few elementals. Their are "side quarters" along the halls, as if this used to be the main quart of that ancient kingdom, a throne room ever increasing that feature. There are two sections branching off from this, a small underground lake frequinted by dragons, and a torture chamber swarmed with vermin. It is said that there is a secret chamber about that level if the switchs on the first

are turned to the corresponding letters of the note on the bottom of the throne. This is said to lead to a secret treasure grotto, but who knows whether it be true or not?

And so do I conclude the knowledge known to me about the fallen kingdom as I have been able to find in my explorations. As this great story unfolds, I shall try my best to learn more, and place it here.